

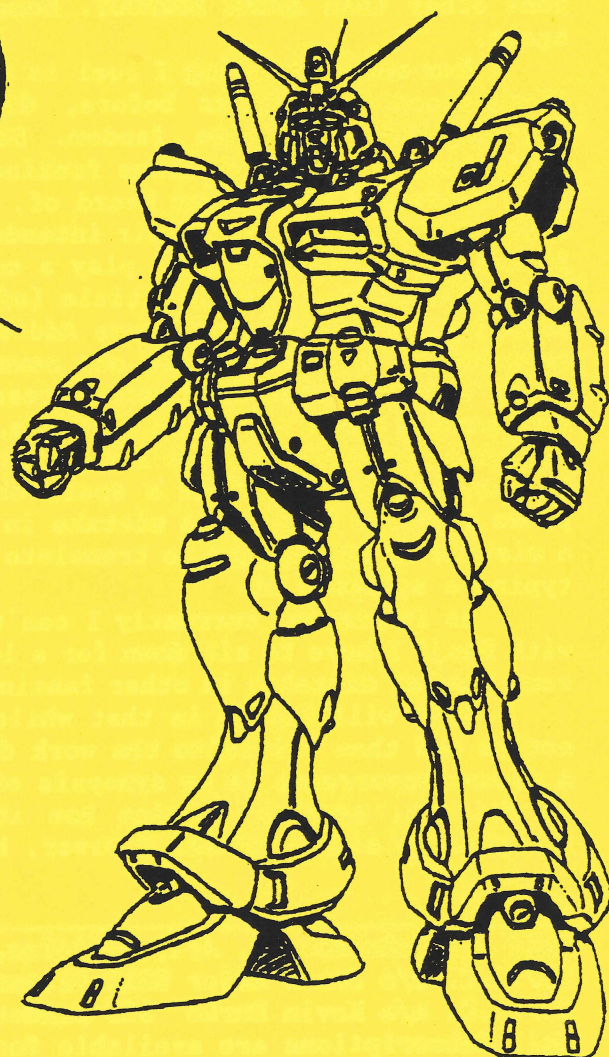
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BUFFALO CRISIS

#8

the S.F.A.C. ANIMATION JOURNAL

SEPTEMBER
1991



GUNDAM 0083

STARDUST MEMORY

Buffalo Crisis: the S.F.A.C. Animation Journal

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Editors: James Meier + Kevin Burke Asst. Editor: Adrian Roselli Art Editor: Jerry Lange

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Volume 2 Issue 8 September 1991

LOVE IT OR LEAVE IT: Where, oh where do I begin? To begin with, not a whole lot has happened in relation to the club since the last meeting. However, if you want to hear some interesting news, look at my Up on the Soapbox article this month for news directly from Animecon.

Business pertaining to the club - The submitted dates for the club beyond the September meeting are October 26th and November 23rd (They have yet to be approved by the college). Due to time constraints and the fact that it hasn't been announced the model contest will be held during the November meeting; so that one of our judges will be able to attend. (Right, Kevin? You won't be hunting the quackers during this weekend). (If we don't get some rain soon I wonder if I'll be hunting quackers at all! KJB)

Other news! Due to the fact that I was able to attend Animecon 91, I was able to save the club a respective six dollars in postal costs as I hand delivered a few newsletters. Alas, the money saved doesn't seem to signify a proportionate return in respects to my cost of attending the con. However, as the club saved money, I was revived in respects to anime fandom. Of late I've been suffering from the effects of a dreaded disease, yes I speak of none other than **ANIME BURNOUT**. However, that is now past and I'm full of enthusiasm once again.

Now onto something I feel is eminently important as a topic this month. After several discussions some weeks before, during and after **Animecon**, I've decided to talk about participation in anime fandom. Some of this is in relation to several professional publications and other anime fanzines as well as the convention.

Lately I've met, or heard of, individuals that have criticized and even belabored the efforts of others about their intended works. Some of them even lament over the subject. What I want to do is bring into play a new perspective - that of an editor and participator.

Recently, I had an article (of which I received no other gratuity than that of a free issue) printed in Protoculture Addicts #14, reviewing Bubblegum Crisis. All of the material once before appeared in our own newsletter, which is the source that Claude (of P.A.) used. Given the fact that on several occasions I work on this newsletter during the wee hours of the morning (even now it is 2:43 a.m.) mistakes do slip past me. While they are unintentional they are mistakes none the less. What'll occur is possibly instead of using there, their will be inserted instead (and a spell checker won't catch that kind of mistake). Or the wrong prose is used. Possibly a mistake in spelling. Or I just didn't know the difference and made a mistake in attempting to translate someone's name or what is occurring in a video that I'm typing a synopsis of.

As it stands, currently I can't understand Japanese and can't translate Kanji. To work with Kanji I have to sit down for a long time with a Kanji dictionary. However, I've seen the same kind of mistakes in other fanzines as well as the fore mentioned professional magazines.

What will happen is that while the unintended mistake made it to press, someone will notice and then criticize the work done solely on the style or quality and not the content. A recent occurrence is my synopsis of BGC 8. In the synopsis I translated the villain's name as Meiramu. Another fanzine has it spelled Milliam. Someone will pick up on that and blasphemize either of us. However, both are technically the same. In the Japanese language

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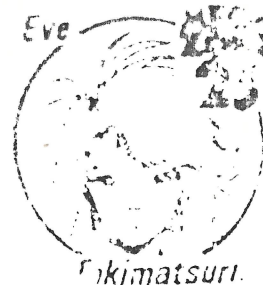
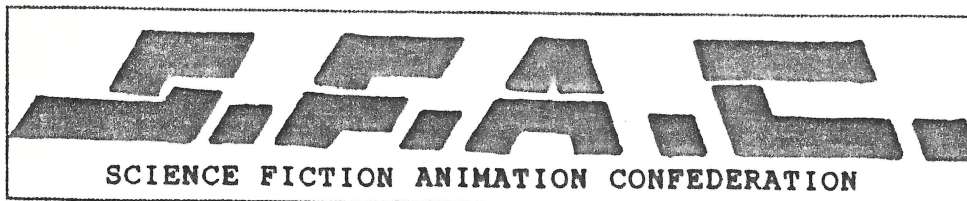
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S.F.A.C. / Buffalo Crisis questionnaire.

1. How long after receiving your copy of Buffalo Crisis do you read it?
At the meeting ___ 1-2 days ___ 1 week ___ Longer (please specify) _____
2. What sections of the newsletter interest you?
(1-Always read, 2- usually read 3- occasionally read 4- almost never)
Editorial ___ Synopsis ___ Articles ___ Advertisements ___
Fan Fiction stories ___ Comic Strips ___ Fan Art ___
News from the Bridge ___ Critical Mass ___ Reviews ___
3. What would you like to see added to the newsletter? _____
4. What don't you want to see in the newsletter? _____
5. What do you rate highest about the S.F.A.C.? _____
6. What do you feel the S.F.A.C. needs improvement in? _____
7. Have you any ideas for the club? Is so please specify! _____
8. What other activities would you like to see in conjunction with the meetings.

9. What would you like to do to help out with club activities? _____
10. Are there any videos in particular that you would like shown at a meeting in the near future? _____
11. Do you collect anime models? _____ If you answered yes to
12. Do you collect translated manga? _____ any please specify more
13. Do you collect anime videos? _____ info on backside of
14. Do you collect anime soundtracks? _____ questionnaire.
15. List your top three translated manga 1. _____ 2. _____ 3. _____
16. List your top three animated videos 1. _____ 2. _____ 3. _____
17. List your least three liked videos 1. _____ 2. _____ 3. _____
18. List your top 3 anime soundtracks 1. _____ 2. _____ 3. _____
19. List your favorite anime characters 1. _____ 2. _____ 3. _____
20. List your three favorite mecha 1. _____ 2. _____ 3. _____
21. What three anime would you like to see a sequel too.
1. _____ 2. _____ 3. _____
22. What videos would you most like to see either subtitled or translated?
1. _____ 2. _____ 3. _____
23. If you attend meetings, of the following reasons, which is the most frequent that causes you to miss a meeting? (use a scale of 1 - 5. 1 being most frequent and 5 being least frequent. Please use each number once)
Didn't know the meeting date. _____
Lack of transportation. _____
Couldn't afford the monthly dues. _____
Meetings too long or too short. _____ Which? Long ___ Short ___
Had to work that day. _____
Other reasons (please specify) _____
(If you require more space questions 3 - 23 use lined portion on backside)



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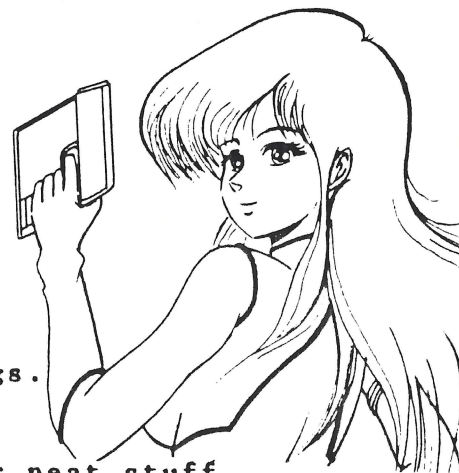
We are members of the S.F.A.C. (Science Fiction Animation Confederation) and we are looking for fellow fans of science fiction/animation/role playing games etc. who have the same interests.

The S.F.A.C. meets once a month at the University of Buffalo Main St. Campus. You say you live too far from Buffalo to attend, well don't stop here - read on, because that's not all.

Members can enjoy reading



The S.F.A.C. monthly anime journal



Each issue contains 18 - 24 pages of:

- * monthly synopsis of videos viewed at the meetings.
- * news of new releases and anime items.
- * news of other anime magazines and fanzines
- * video reviews of movies, OAV's, series and other neat stuff.
- * reviews of comics, books and manga - English and Japanese.
- * original art and comics by members near or far.
- * articles and viewpoints by members about anime related topics.

Also appearing within the pages: Humorous fictional stories, model tips and hints, computer gaming news, role-playing reviews and more.

Membership also includes:

- * a membership card - to show off to all your friends
- * contests
- * access to the club library
- * CLUB T-shirts and buttons for sale at members price.

And lots of other neat stuff to numerous to mention.

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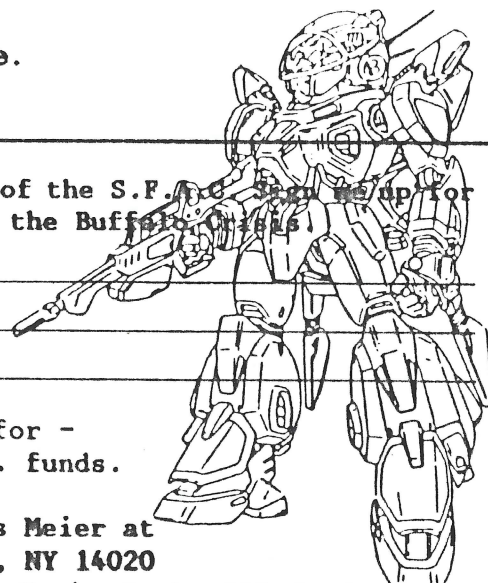
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the U at the end is often silent, and R's are used in the place of L's.

A problem that occurs often with Protoculture Addicts, is the style of grammar and spelling. But one has to remember that the group is formed of French Canadians and English is more of a second language to them. Spelling and grammatical errors will occur.

Another problem is that of information getting spread too wide and far too quickly. Rumors get started and misinterpretations spring out of the woodwork. A few months ago it was announced that Bubblegum Crisis was changing the name to Bubblegum Crash. Well some interpreted that as Crush and spread the info over an info-net, of which Al Wang belongs. Al gave me the information of the new series as well as the supposed return to Bubblegum Crisis 9 after BGCrash, for the newsletter. How much of this information is true still remains to be seen. As of this moment all I know is that BGCrash ends with act three and that's it. Rumors can be dangerous.

While all this may happen, I want to ask you the reader a question "What is actually occurring?". I'll tell you. You are the fortunate reader of a magazine or fanzine of which you are able to glean off valuable and important information. That is what is happening.

Similar things occurred at Animecon. Several people complained about several subjects. True, while the con did present its problems, why didn't they look at what positive benefits the con presented instead? Some common sense could be utilized.

What all this boils down to is that as a society, we always seem to deem what is important to us by picking out what's wrong or lacking with something instead of what we already have to enrich our lives. A piece of toast is slightly burnt on one side and instead of turning it over to the light side and eating it, they simply stare at the dark side complaining all the time. **PEOPLE, BE THANKFUL FOR WHAT YOU'VE GOT.**

There are a lot of things I might rather do than type and edit the newsletter every month. In my position there are very few rewards. Luckily I take a certain pride and enjoyment in those few. I gain immense pleasure from the production of seeing a newsletter make it to press and coming out as good as they do. For this I can claim some accomplishment that I know is mine, as can anyone working on a newsletter or at a con. There are no financial rewards to keep us coming back each month.

An editor/columnist/publisher's job isn't an easy one. Ask anyone whose ever worked on a newsletter before. To do a newsletter requires patience and support. Without the work of Kevin, Adrian, any of the numerous artists - Chris McD. Jerry, Ted, Sara, Logan, et al., writers like Chris Mack, Ryan Matthews, on occasion Tim, and even Eli, this newsletter wouldn't see the light of day. I think the next time you see someone that works on the newsletter in one way or another that you might just want to thank them, or yourself if you're one of them. It takes a lot of work and devotion to bring a whole issue together on schedule month after month.

I feel very strongly about what I said above. True, going to the con and even seeing my one article in print can revive one for a short time, however, I still couldn't do it without the dedication and support of the club itself and each and everyone of you. An editors job isn't an easy one. They have to review the material, print it up, format, insert art and bring it all together and publish it. Not to mention, try and speak about current situations or thought provoking subjects. That's for a small fanzine. A pro magazine has the luxury of several people each having a separate duty. However, no matter the case, it isn't easy, believe me and the guy's at Protoculture Addicts.

P.A. has been on the bad rap since their Anime Shower issue. Actually, if it was to be out in the open the blame falls largely on Kevin and myself. They asked us to put any clips of shower scenes from the LD's we had at the time onto a tape and send to them. As a result several females (including a couple of our subscribers) were offended. I'm sorry for that, but as a male and as a collector of anime I don't collect anime to see naked men. The animators themselves don't see fit to do much in this regard as well. Unfortunately, for the female audience, this hobby seems to be largely male dominated and subsequently it seems the animators regard the fandom as such. (Quick note here, Jim. I personally don't see what all the fuss was with the Anime Shower edition. I think it's totally unfair to say that when someone is seen naked they are thought of as only sexual objects. Naked is how we come into this world. Sure men get aroused at seeing a nude female. Even if she is a fictitious character. On the same note, I'm sure many women get the same reaction at seeing a nude male. There's nothing wrong with this. It's called being human. Sure men and women view each other sexually. This, along with love and respect, is how we continue our species...KJB) ((This is

really bad when you're conversing through the editorial with your co-editor, but here goes. I'm sure that many will agree with you on that subject Kevin, but I believe that what had the P.A. female audience ticked most was the lack of naked guy's, and not gratuitous nudity in itself. They just felt they were treated unfairly. And unfortunately, for them, they were.))

Getting back to the subject, the editors of P.A. have been apologizing for months now. They are simply doing their job, no matter how difficult it might seem at times.

Conversely, over at Animag the editor seems content with letting the others do the work, while getting off on herself and her editorial which brags about her accomplishments. That's what you get from a young college student. Maybe if she tried to correct a little more of that grammar and see that the magazine comes out on time from the printers I'd give her more credit. The last issue came out two weeks ago announcing a contest with the deadline way back in July. But what does she comment about? How great she is and that she is a **TRANSLATOR**. I don't know what definition in the book she's using but by my Webster's Collegiate issue, she'd better start working to get up to my level, and I am not a translator, I'm simply an editor who's trying to help my fellow fans.

The preceding paragraph may sound contrary to what I just spewed forth above, but I feel strongly about it. I'm not blaming Animag (I enjoy Animag and what it has to offer, but Trish is going too far.) or any other fanzine, or spouting politics in anime for surely such a thing is not needed in any form of fandom. Politics in fandom are only detrimental, and cause chaos. I truly enjoy and appreciate such magazines and fanzines. However, I do believe that before one can brag about ones self, one must truly have something worth while to crow about.

Finally, I'd like to announce a new contest. Have you ever had a bizarre or twisted dream. A nightmare or fantastic adventure in your nights sleep? By chance have you ever had one that thrust you into the world of anime? Well, here is your chance to tell one and all that dream. The winner(s) will be awarded a special prize and the story published within the newsletter. And if you haven't had such a dream, make one up and enter anyway. I do know you have some stiff competition from Darrin, but it should prove interesting. Winners will be chosen by a panel of members. And remember, spelling and grammar counts as well as legibility.

Ryan Matthews, Dirty Pair story will continue in a later issue as soon as our assistant editor completes the formatting, and breaking it into smaller chapters. Part four contains almost forty pages of text, so we're working on it.

Note - As the August meeting ran overtime with the group discussion, and the subsequent filming done by Jim Perreault (a new co-worker on the newsletter), we will be showing Leda during this meeting as well as a couple of RED DWARF episodes.

This Month:

Paradoxically Speaking - "A look back at Robotech pt.3" by Rob Miller	page 4
Up on the Soapbox - Animecon Report by J. Meier	page 5
Behind the Forth Color - comics review by Jim Perreault	page 9
Critical Mass - by Gundam to Gunhed K.B. and J.M.	page 10
News from the Bridge - by J.M. + K.B.	page 13
Gundam 0083 part 1+2 & Bubblegum Crash 1	page 14

(My apologies - For some reason, either I forgot to copy it off the disk, or our assistant editor didn't get it finished last June - but there is no Macross synopsis this month.)

Appearing somewhere within the confines of this issue - Nine part six by Gary Campbell.
Artwork by Don Yee, Jerry Lange, Eli Eatman, Chris McDermott and Ted Traver.

Art credits pages

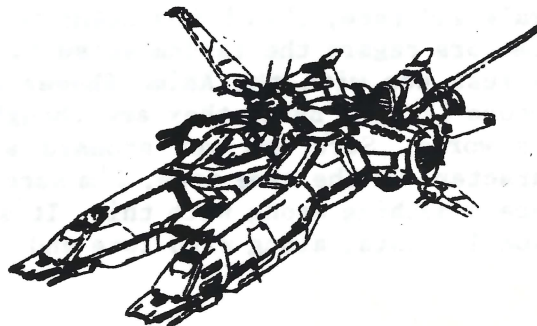
Jerry Lange - 4 + 9

Chris McDermott - 6

Don Yee - 16 + 18

Eli Eatman - 12

Ted Traver - 8 + 14



PARADOXICALLY SPEAKING

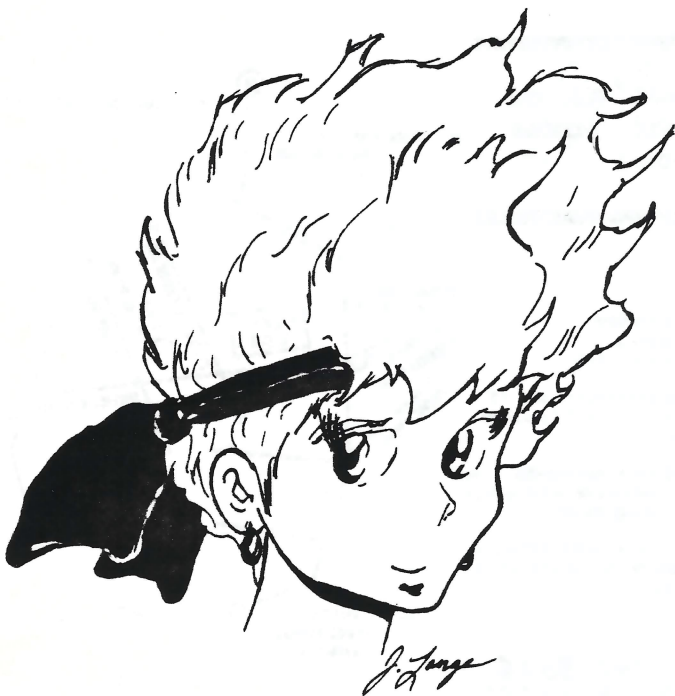
by Kevin J. Burke: Six Years After: Part 3

(Ed. Note: The following article is reprinted from ANIMATO magazine issue no. 20 in an article entitled, "Importing Robotechnology: A Look Back at Robotech With Carl Macek" by Bob Miller. Copyright 1990 Bob Miller. I picked my copy up at Seeley's but you can subscribe to this informative magazine by writing to: ANIMATO, PO Box 1240, Cambridge, MA 02238. Subscription rates are \$10.00 for four issues in North America; \$15.00 in US funds elsewhere.)

So, what else is available on Robotech and its related shows?

Comico the Comic Company published the first three series - Robotech: The Macross Saga (36 issues); Robotech Masters (23 issues); Robotech: The New Generation (25 issues). Robotech Special adapted "Dana's Story." Robotech in 3-D retold the beginning of the Macross saga. The 48-page Robotech Graphic Novel revealed the events that led to the SDF-1 being sent to Earth by Zor, the purveyor of protoculture.

Starblaze Productions released a trio of Robotech art books. Robotech Art I, by Kay Reynolds and Ardith Carlton, contained color art reproductions. They discussed the entire series in detail, with summaries for the 85 episodes and cast credits. Robotech Art II showcased fan art by Colleen Doran, Trina Robbins, Dave Garcia, and others. Carl Macek wrote Robotech Art III: The Sentinels, in which he revealed his plans for The Sentinels and explained the demise of the series.



Family Home Entertainment released the first three episodes of Robotech: The Macross Saga on home videocassette; then, the 36-episode Macross saga in a six-volume set. Each tape contained six episodes - which meant that the story had to be trimmed down to fit the tape's 100-minute length.

Originally the company wanted to release a twelve-volume set because there were standard boxes made for twelve volumes. With twelve 100-minute tapes, that would have been twenty hours in length.

"They were going to put out 20 hours of Robotech, and they thought that's more than any human being will be able to stand," Macek said. "What they wanted to do was cut out the redundancy and the bumpers and the recaps and the 'next episode' [previews]. Then they wanted to cut out stuff which they felt did not advance the plot."

"It was their choice. Harmony Gold got a good deal on the licensing of the videotape. And the people at the video company realized that if anybody was going to edit it, that I would know what scenes to take out, or arrange it so it wouldn't be noticeable. But Harmony Gold refused to have that happen. The Harmony Gold executive said no way, they're not going to get him to work for them; he works for us. I was like some dog on a leash, exclusively under contract. I couldn't work for anybody else. They thought that I was some ignorant guy that was so star-struck that I wanted to work with this one company for the rest of my life and had thoughts outside of those benefitting Harmony Gold."

In addition to the six-volume Macross set, Family Home Entertainment had planned to release Southern Cross in three volumes, and Mospeada in three volumes, but these were never released.

Before Robotech, Harmony Gold had produced a Macross home video, a faithful translation of the first three episodes. The model kit company Revell, which was involved in an early licensing program with Harmony Gold, wanted some of the names changed to suggest anything but Macross. To wit: "Hikaru Ichijo" became "Rick Yamata" (which was changed to "Rick Hunter" when the cartoon became part of Robotech). The video is no longer available and thus is a collector's item.

In 1984, Toho International released a feature film, Macross: Do You Remember Love?, a two-hour retelling of the TV series. (Up to

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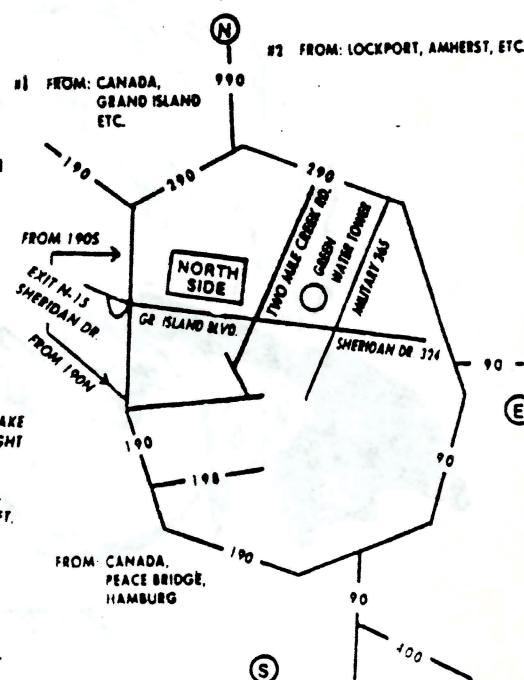
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Mention the S.F.A.C. when you stop in.

the point of the destruction of Bedolza and the main Zentraedi fleet...KJB) An Australian recording firm dubbed it into English, poorly translated it, chopped out about twenty minutes of the story, and basically ruined it. (The translation and dubbing were extremely poor, however I have both this and the original Japanese version on laserdisc and they are both the same length in time and nothing appears to have been edited...KJB) It's available on video from Celebrity Home Video as **Macross: Clash of the Bionoids**. However, English-subtitled copies of the original do circulate among Japanimation fans. There are no plans for a theatrical release here in the States.

Megazone 23 continues as a series of original home videos in Japan, with **Part II: Tell Me the Secret**; **Part III, Volume 1: Eve's Awakening** and **Part III, Volume 2: Emancipation Day**, released by Victor Video.

As for **Robotech**, Carl Macek believes that it will return to syndication, probably in 1992, to entertain a new generation of viewers.

Macek envisioned a third series after **The Sentinels**, called **Robotech III: The Odyssey**. He revealed what it was to the C/FO audience:

"Since it was a serial, I wanted to do something that had never been done before. I wanted to have 260 episodes of the show, with one show a day every day for a year. It would have been Monday through Friday for 52 weeks."

"I wanted the story to function like a Moebius strip, where the beginning becomes the end. There is no beginning; it's all one big story. So no matter where you started, when you watched it for a year, you would see the whole story and it would make sense to you. That's what I tried to do with **The Odyssey**. I envisioned it as a Moebius strip of storytelling, where ultimately, Episode One of the SDF-1 crashing into the Earth and Episode 260 is the SDF-1 crashing into the Earth, but with the story that led up to that. That's what it really was."

"I also had in the back of my mind an evil joke in which Minmei become the mother of Robotechnology."

The audience laughed, and someone said, "That would explain a great deal." (Well, that does it for **Six Years After**. I'd like to thank Bob Miller, the author of this article, and Mike Ventrella, editor of **ANIMATO**, for giving me permission to reprint it. See ya next month...KJB)

UP ON THE SOAPBOX:

Animecon '91 Report by James Meier

By now, if you've either read the editorial or heard from someone else, I did indeed manage to attend the first Animecon to be held in San Jose Ca. over Labor day weekend. So this month, instead of finishing up my previous continuing article, I'll discuss Animecon. This will allow me to relax a bit and do a better job on the next section of "The second time around".

First off, let me dispel any questions about forewarning you of my trip. Many have already said, "You should have let me know you were going I'd have had you pick me up a...." One - I had only decided about three hours before my plane left that I was actually going. Getting reservations and a lack of appreciation of flying made it hard to say if I was actually going to go. After I had decided, my time was comprised of getting packed and getting to the airport. I didn't have much time. Secondly - I didn't have a whole lot of money to spare, to pick up things in advance of payment. That's the way the cookie crumbles.

After a hectic time of preparation - I still forgot a lot of things, club fliers, a tape recorder and many other little things, I got to the airport. Now you may be asking, "Why is that important to know?" Well, the con officially began at noon Friday. I was to arrive in San Jose at 10:00 p.m. No problem. The plane broke down and I didn't leave Buffalo till 7:00 the next morning. At this time I probably could have called. However, I was in the Day's Inn (thanks to United Airlines) and didn't have my list of phone #'s.

Well, come 7:00 a.m. the plane left as scheduled and I arrived in San Jose at 11:30 (Pacific time). Arriving at the con at about 1:00 p.m. (after going to my hotel and such) I registered (Which they soaked me the weekend cost of \$40.00, even then it was worth it. They handed me my con packet which contained my membership and a very nice publication for the con: **The Anime Reference Guide for Animecon '91**. This may still be available from **Nikaku Animart**). I then immediately headed for the dealers room - for me the con had now officially began. At this point I'm going to handle this in a section by section report.

The dealers room - Have you ever been to a restaurant that had the biggest buffet you'd ever seen and didn't know were to start? Whether it was going to be the salad bar or entree's, you just couldn't decide?

That's the best way to describe the dealers room - **Anime smorgasbord**. I opted for "a simple look around at each table before I'd buy" routine. By 3:30, two and half hours later I was ready to exit the dealers room. There was that much merchandise and items, people to talk to, and tables to peruse. Dealers there consisted of **Laser Perceptions**, **AnimEigo**, **Streamline pictures**, **Kimono My House** (I believe that was them), **Nikaku** (Who if you were a mail order customer, you'd receive a complimentary copy of **V-Max 1**, and a **Patlabor 3** cd, poster and book), **Ianus publishing** (**Protoculture Addicts**), **Adam Warren + Studio Proteus** (they - each had separate tables, with **Toren Smith** and **Tomoko Saito** who is also married to **Toren** ran the **S.P. tables**), **Markalite**, **Gainax** and **General Products**, **Newtype Toy's and Hobbies**, **Laserland**, and several others that I can't remember at this time. And even though I don't want to mention them, **Books Nippon** had several tables as well (however, you felt like a watched prisoner when looking at their table. They might as well had put up barbed wire the way they trusted customers).

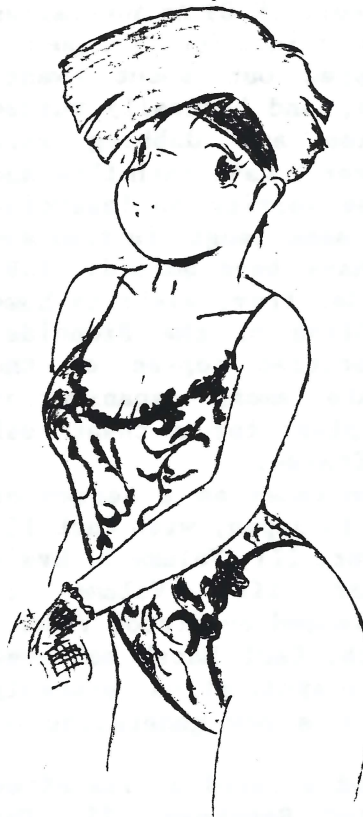
Now here comes the money problem. Many items were overly high priced within the dealers room. One had to look around a while for the best price, even then items were extremely high at many of the tables. Although, **General Products** had several bargains from their usual prices. This however, is due to the fact that the Japanese - **General Products** members were running the stand. I managed to pick up a **F.S.S. resin Junchoon 1/144 kit** for \$45.00 as opposed to the average \$100.00+ that you usually see it listed for.

Another case in point was a friend of mine from Toronto that I bumped into around 2:00. He went to the con with a little over a thousand. At 2:00 he was already down to a couple of hundred. Money went fast unless you were extremely careful.

I also managed to arrange for some possible advertisers for the newsletter as well. Also, **AnimEigo** was previewing their **Bubblegum Crisis** subtitled copies, which I must admit, were very nicely done. Good enough, so that I might just purchase them myself. They also indicated that they will also be subbing **Bubblegum Crash** in the near future.

Laser Perceptions ran a special 35% off on selected stock.

Jerry Beck told me that they (**Streamline**) have rights to **Nadia**. They will dubb the first thirteen episodes, should



Silky doll

2002 YONGE
TORONTO

MODEL: LINNA
PHOTOGRAPHER: CHRIS McDERMOTT

those sell decently, then he'll do the last 26 episodes.

Overall, the dealers room was excellent. I managed to come away with several nice items including a few **Bubblegum Crash** original cells, several neat t-shirts and met a lot of friends. Thanks goes to **Claude** of **Protoculture Addicts** for the free issues he gave me. I also want to thank **Rob Fenelon** as well, whom I met in the dealers room, as he gave me a few hints and ideas. I could go into more detail, but there isn't room to print it all.

Guest of Honor - Guests included, **Haruhiko Mikimoto**, **Kenichi Sonoda**, **Leiji Matsumoto**, **Yoshiuki Sadamoto**, **Johji Manabe** and **Hideaki Anno**. Some of these names may sound familiar to you, as well they should. **Mikimoto** - **Macross** and **Gunbuster**. **Sonoda** - **Bubblegum Crisis** and **Gall Force**. **Matsumoto** - **Yamato** and **Harlock**. **Manabe** - **Outlanders**. **Sadamoto** and **Anno** - **Honneamise** and **Nadia**.

By the time I was aware of all the events many of the autograph schedules were already over, such as **Matsumoto's**. And some you didn't want to take the time to stand in line for - to get **Mikimoto's** autograph, conventioners lined up five hours ahead of time. That's five hours of standing in line, and not attending some other con event.

I did manage to get sketch's from both

Sonoda and Sadamoto. I had to get in line at 8:30 in the morning for Sonoda's 11:00 signing. Luckily nothing else was going on at the time. Of course I was #12 in line, for you see if you were within the first forty you received both a sketch as well as the autograph. Although Mr. Sonoda went well beyond the calling and often did 80+ sketch's. However, some fans were rude and took advantage of the situation. Like one *\$\$hole, who took close to 12 minutes of Sadamoto's time to get a CD signed, a drawing on his jacket, his con book and another book. Really rude and ungrateful.

Anyway, these sessions were a real bonus for the con. Hopefully they'll figure out a better way of handling it next year.

Video Rooms - The con had three tracks of continuous anime running around the clock. They were both shown in the video rooms as well as simulcast over the hotel's cable network. So if you had a VCR you could tape many a show. Not having a room at the con, nor a VCR, this is something I have to plan for next year. I only watched a few Nadia episodes as well as some BGC on the big projection screen. They didn't have a local posting at the bulletin board of what was being shown. Had I known, I could have seen Gundam F-91. However, I missed it and now have to wait, like the rest of you, until the disc comes in.

The biggest gripe conventioners had about the video schedule was lack of a central posting, many changes in the schedule and the amount of time it took the hotel to hook up the vcr's. The hotel apparently had no idea of how many guests were bringing a VCR. They figured maybe 150 or so. They ended up having to hook up well over a thousand. This caused another problem. The hotel had to go buy out a local store of all its co-axial cable. 1000 cables were bought, because some people didn't think to bring any cable to hook up their VCR with. God, I hate to say it, but that is dumb. A few I could understand, but a thousand?

Art room/auction - some beautiful pieces of art adorned the art room. Especially one piece in question of the girls from Bubblegum Crisis. A real nice watercolor painting. The best though was a chance to see some of the original paintings by the various GOH's such as Sonoda and Mikimoto. None of these were for auction. I doubt anyone could have afforded them anyway.

Panels - the con abounded with several panels. Unfortunately I only made it to a

few. The Animecon '91 Anime Remote Control - a contest panel to test your anime knowledge in the form of the MTV hit show Remote Control. Real fun and humorous. They also awarded some very nice donated prizes to the lucky contestants.

There was one panel that I'm really ashamed of myself for missing. It was a panel headed by Robert Napton and Trish Ledoux. The panel had something to do with editing and such, claiming they were busting loose. Gee, I should'a gone. For a few of us various newsletter editor's may have been able to give Robert and Trish a few pointers.

The Manga panel - which GOH's were Sonoda and Manabe. They discussed manga in Japan and its relations to fans. Also the Comic/manga con in Tokyo - which is really huge. They even asked questions of the audience. After which they turned the questions over to the audience. When asked about manga parodies and such, the panel remarked that most companies look the other way, as little money can be made suing because of licensing. Unless the others are making a lot of money. Plus this is how they find future talent. Mr. Sonoda once found a nicely done, yet promiscuous parody of BGC. The company later hired an assistant for Mr. Sonoda. The assistant was the same person who did the parody.

I asked what they thought of VIZ's colorizing of manga. Both Sonoda and Manabe plus the Gainax member, denounced VIZ as they disapprove of the approach VIZ has taken. They stated, that with careful direction and control, as in Akira by Marvel comics, can colorizing be done properly. They are aware of the necessities to color gray-scale artwork. However, they were disgusted with VIZ's work and believe that Kia Asamiya isn't aware of what is going on.

Afterwards, I had the opportunity to talk with Mr. Sonoda (via translator) who expressed a genuine interest in having his manga published in the U.S. However, he'd want total control of the project so that there would be absolutely no changes made to his works. Mr. Sonoda is also working on a project similar to Riding Bean (which is his favorite), but due to his leaving Artmic, he can no longer do any Riding Bean manga or anime. So this next one will be similar but not the same. There was also something said about another Gall Force.

Anime Auction - This was held late Monday. Dealers had donated items to be auctioned as well as the art that was in the con suite and hallways. However, the biggest

attraction was that of the art donated by the GOH's. Each guest did three quick black marker/ink sketches on separate notepads. The bidding started at \$40.00. All except for Anno's pieces brought exceptional bids. Annos' Yamato and Mazinger went for under the minimum \$40. Manabes' and Sonodas' art brought from \$80 to \$180 or more. But these were easily outdone by Mikimoto. The two I watched go were of Minmei (Macross) and Noriko (Gunbuster). The Minmei piece sold for \$300.00, and yet as unbelievable as that is, the Noriko sketch went for \$375.00. Yowww. Sonoda also threw in a manga book from Japan that he brought with him. I myself had the book as good as bought, when my friend from Toronto bid higher to get my goat. I bid again, but then someone else jumped in the competition once again. The book finally went for \$165.00 I can only wonder if what they paid was worth it or not. Of course all this money raised was for charity. One of the staff member's was taken ill with a stroke, and this was to help with the medical bills.

Closing ceremonies and Gripe session -
The closing ceremony was nice. They played a copy of their Animecon '91 promotional video. The video was from numerous anime shows set to some contemporary orchestrated music. From there we moved to the Gripe session where attendees applauded the cons efforts as well as pointed out what was wrong. The biggest four were the video schedule, autograph sessions - long lines and rudeness of others, and the VCR hook up problem. Food - at the con suite and hotel. Many things were pointed out and hopefully the con staff listened enough to make a difference next year.

Now for a little tid-bit of information. As I was waiting for Sonoda to autograph my book, I met another fan (Adam Chaney) who after a couple for trips to the buffet where the GOH's were eating, interviewed Mr. Mikimoto. Mr. Mikimoto, stated that Macross was his favorite show to work on, while Noriko remains his favorite character. However, (take a seat please) he also said that he is currently working on another project. A Macross OAV series that is currently in production. So you heard it here first. (Of course, remember, although it is supposed to be in production doesn't mean that it will actually come out if the budget is cut or something. So take that info with a grain of salt.)

The best time at the con was to attend several of the con parties and meet people. I attended the Summer Side groups party as

they aired one of the Pine Salad original productions - Dirty Pair does dishes. This was hilarious to watch, the only problem was the was no room to sit or hardly stand.

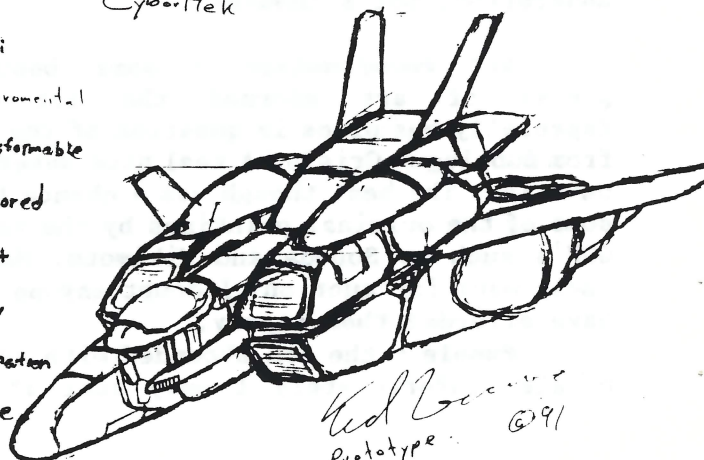
I also made it to Anime Illustrated's con party. It was real mellow and laid back at first. Then Sadamoto and Anno along with their entourage made their entrance. The room became packed, as Don Yee headed the discussion with the special guests. This avoided hassles and confusion. As it was, Mr. Sadamoto is very pleased with American fandom and was having a good time at the con. When asked about his favorite movie, he exclaimed that one of his favorites is Bladerunner, which brought approval amongst most everyone in the room. They then watched a Dirty Pair parody done by another group which was labeled like "Carl Macek's revenge". The guests seemed to enjoy it, even though they couldn't speak English (I guess this is the same thing as we put up with in watching anime with Japanese voices). The video itself was funny as hell, and nicely done. After the video ended, most people left the room with Sadamoto's crew. However, I now had the chance to talk some with the other guy's there. Including Don Yee. I have to thank this man. He gave me a ton of artwork for the newsletter. And it is great stuff. I can't express how thankful I am.

Several other parties, including about ten minutes at Anime Hasshin's party, and meeting so many of the individual's that I've been in contact with, made it worth while in attending the con. I'd like to thank them all.

The hardest part of the con was packing everything into four bags for the plane ride home so that nothing would be damaged, especially the BGC cells. Well, I'm out of time and room. So that's all she wrote folks. It was enjoyable and hopefully next year's will be as grand. By the way, next years Animecon is planned for July 4th weekend. See ya'.

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C

Behind the Porth Color by Jim Perreault

Welcome to a new, and hopefully regular feature in Buffalo Crisis about comic books. I guess a should make a disclaimer stating that the significance of the title is just a pun. I do not have that many inside contacts at any of the comic companies. This column is intended to be a balance of news and reviews.

MARVEL

The big news at Marvel is that Todd McFarlane is off Spiderman. The official reason for the change is that he wanted to spend time with his wife and daughter. Eric Larsen will be doing a fill in issue, followed by the X-Force crossover, followed by a story line written by Ann Nocetia. No permanent replacement has been announced. Rumor has it that Todd wants to do a Lobo comic for D.C.

Also, Chris Claremont is off the X-men. Marvel's press release said he is going on sabbatical. This is not true. The real reason for the change was editorial disagreement. The editor of the X-men, Bob Harras, demanded that certain changes be made. These included the re-villainizing of Magneto and the crippling of Charles Xavier. Claremont was dead set against them, and left the book. Personally, I side with Claremont on this. It took a lot of integrity for him to leave a book, which gave him a lot of money, for creative reasons. Furthermore, I find Magneto much more interesting as a hero, than as a villain. There is just so much more depth of character.

John Byrne will be Claremont's replacement. There are unconfirmed rumors that Byrne and Jim Lee are not getting along.

Marvel is going to be raising the prices of their books by a quarter. The reason stated for this change was that Marvel feels that the consumer will buy their books, no matter what the cost is.

Peter David is writing X-Factor now. People who normally avoid mutant books should take a look at it. Peter has promised that the book will be action/humor along the lines of the Steed and Peel Avengers. He has also promised he will have more controversial stories like the Crazy Eight story in the Hulk. For the people who have not read it, that issue dealt with the death penalty. Peter has further stated that the characters will no longer be referred to as mutants, but as GeeCeas (Genetically Challenged). Peter has a weird sense of humor.

Bob Harras will be taken over as the regular writer of the Avengers. This will be after a crossover with the New Warriors, written by N.W. scribe Fabian Nicieza. During this crossover, Rage will leave the team and join the New Warriors.

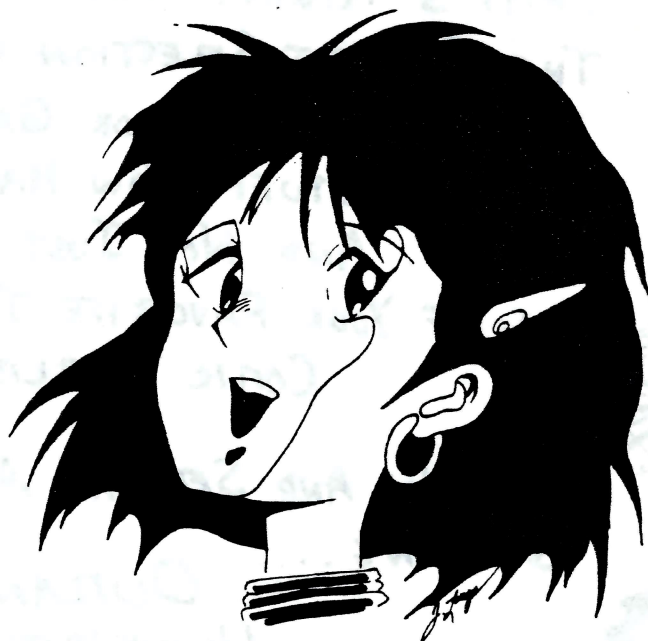
Marv Wolfman and Gene Colan are reunited on their Tomb of Dracula series. This will be part of Marvel's Harvest of Evil series. This also includes Steve Gerber's Legion of Night. The original Tomb of Dracula series, all 70 issues, were adapted in a 2 hour animated movie by Toei.

Steve Gerber's series the FoolKiller recently ended. This is an extremely well done series about a psychopath who went around killing fools. It is very political, filled with social commentary, and a thought provoking read.

DC

DC has had a number of recent cancellations. These include Hawk and Dove, Captain Atom, and Suicide Squad.

I have not enjoyed Captain Atom since Cary Bates stopped writing it, but the other two were high quality books. In Armageddon 2001 Hawk became Monarch and Dove was killed. Since Hawk and Dove was one of my favorite books, I am quite distressed. I disliked Armageddon because there was absolutely no motivation for Hawk to become Monarch. I'm sorry, but killing Dove would have insured the he would not become Monarch. All in all, I thought it was a poorly carried out crossover.



I highly recommend the Star Trek: The Next Generation The Modala Imperative mini-series. It features Spock and McCoy on the Next Generation Enterprise and it has been carried out beautifully. It has some really nice scenes such as: Spock and Data playing chess, and McCoy and Spock comparing Kirk with Picard. The reason this series works so well is that it is written by Peter David. He is a highly talented writer who does his best work on Trek. If you like his work on Hulk or X-Factor, check this book out. Sadly, it will be his last work on the Star Trek comic.

Peter David has had a falling out with Paramount. More specifically, with the new ground rules about writing Trek fiction. These include: focusing primarily on the original characters (no continuing characters of the writers own creation), being unable to refer to other novels and comics, being unable to write certain types of stories (they cannot be overly violent and they can't have sad endings), limitations on alien races (if it is a 'minor' villain role you have to create your own races; if it is major, you have to use Klingons or Romulans), and limitations on what parts of the series that can be referred to (For instance, a lot of the third season of Star Trek is not canonical, neither is the animated series, and some of the movies is not). An example of these limitations is the novel Vendetta. If Gene Roddenberry had his way that novel would not have been published. He felt it was a vengeance story, not a Star Trek story. The book was published against his wished, with a disclaimer at the beginning. It read like something Emil would have written.

DISNEY

Disney will be canceling all but three of their titles. Among the cancellations are Chip and Dale, Roger Rabbit, and Tale Spin. Peter David's Little Mermaid will be a three issue limited series.



CRITICAL MASS:

Welcome to part 9 of our video review section. Critical Mass is a review of anime in the Theatrical and OAV format. Included in the review will be our comments and opinions of the video in question. Followed by a rating system based on a 1 - 10 point scale. Or occasion, for those special videos that merit it, we will award the infamous Eli Eatman vote for blasting the video to pieces. As an added bonus we also include an English manga review, either past or present. Ratings - A = animation quality, S = story and M = music.

Gundam movies 1-3: (1979 - Movies - released by Emotion - distributed by Bandai/Sunrise - 414 minutes - digital mono) These three movies are actually a condensed compilation of the first Gundam series. It is essentially the original Mobile Suit Gundam with a lot of the less significant details and characters left out. Far and few between are the readers of anime newsletters that know nothing of Gundam, but I'll give a very brief layout. The future. Earth has become so overpopulated that many people now live out in space on Sides - huge cylindrical space colonies with cities, suburbs and countryside much like that on Earth. In time the colonies on a few of the Sides opted for independent governments and began to forcibly break their ties with the mother planet. They became known as the Zion government. A war of epic proportions begins between the Zion forces and the United Earth Government (UEG). The major weapons in this war are large mechs called Mobile Suits. Also at this time a new breed of humans began to appear due to the effects of growing up in the vastness of space. They possess an expanded conscience - they become known as Newtypes and they become, undisputedly, the best pilots in the war. Amuro Rey, a young newtype pilot from the UEG and Char Aznable a charismatic newtype from the Zion forces become the main characters in this space drama.

K - Mobile Suit Gundam is so unique. Not because it shows the struggle of two factions embroiled in war but because it presents the story from both sides. The Zion forces want independence, a noble cause. However, they become the equivalent of the "bad guys" because of the methods they choose to achieve their independence and the treachery involved in their ruling body - which is essentially a dictatorship. Both Amuro and Char are both fighting for a cause which they believe to

be just. The main strength of Mobile Suit Gundam is the fact that both of these characters are presented as human beings with hopes, dreams, loves, and lives just like everyone else. Gundam easily ranks with Yamato and Macross in its gripping drama. The only strike these movies have against them is the quality of the animation. Being that these movies were compiled from the TV series, the animation is not all that great. The original series appeared on Japanese television in 1979 which is a time that is not noted for its outstanding animation. The poor animation quality, however, is easily overshadowed by the incredible story.

J - I can't think of another anime series/movie that has the depth of story which is so carefully plotted, to the lengths of possibility. This would indisputably have to be one of the most realistic sci-fi melodrama's that I've ever had the pleasure of viewing. O.k., granted by today's standards it is still far fetched, but given technological development, the Mobile suit could become a reality. Maybe not in our lifetime....but sometime. And again, the depth of character and emotion that is achieved in this anime series is phenomenal for the time it was produced. I believe that we are going to see the same quality of story with 0083 along with today's current quality anime.

Rating: K - A=3 / S=10 J - A=5 / S=9

Nu Gundam "Char's Counterattack": (1988 - Movie - released by Bandai/Sunrise - 120 minutes - digital stereo) This movie takes place 12 years after the end of the war in the first Mobile suit Gundam series. Amuro and Char have aged but their convictions to their cause have not weakened in the least. Char is now the supreme commander of the Zion forces. Char plans to put an end to the UEG once and for all by causing Abowaku - a huge mass of rock with an abandoned space station build into it - to crash into the Earth. Amuro and the forces of the UEG are determined to prevent this from happening. This movie concludes the rivalry between the two greatest characters in the history of Mobile Suit Gundam.

K - This movie is clearly one of my most favorite. I put it in the same category as Wings of Honneamise and Area 88. It contains, in my mind, the best mechs and mecha battle scenes, of any anime film. The music is

phenomenal and the quality of animation is about as good as it gets. The attention to detail and the storyline make this epic one of anime's greatest achievements.

J - O.k. take what I just said about the first three movies and update the information to the anime standards of the late 80's. Phenomenal story with stupendous animation. Overall, the best mecha MOVIE that I've seen. The music and action is so well timed that your griping the seat during each battle just waiting for the first, and then second, third.... and so on GM or Zion pilot to get waxed. When the RX-93 makes it's grand entrance, you're simply overwhelmed by the sheer presence that one pilot can make.

Rating: K - A=9 / S=10 J - A=10 / S=10

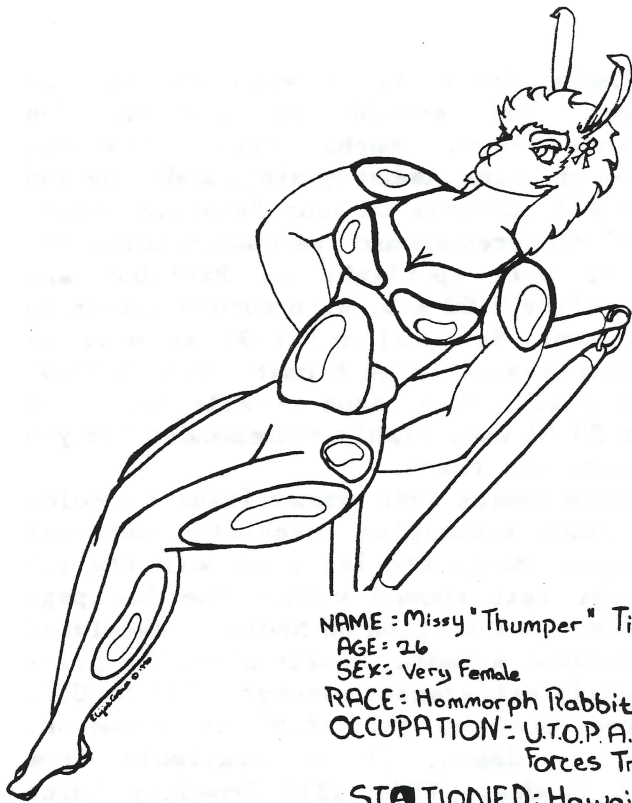
S.D. Gundam Mk II: (1989 - OAV - released by Emotion presented by Sunrise - 30 minutes - digital stereo) S.D or Super Deformed has been a growing trend. Super Deformed takes the characters and shrinking the body, with the same side heads or larger. Then you make a parody of the entire show. They seldom follow any rhyme or reason, and are generally ridiculous.

In this second of the S.D. Gundam series we see a meshing of all three Gundam series. Gundam, Zeta Gundam and ZZ Gundam. The mechs are actual characters working within the story. Speaking of the stories - they are bizarre, and the plots deranged.

Part 1: A show is being performed one of the Sides, of which everyone is attending. Except Gren, who can't get a ticket. So while the show is progressing, Gren tries to sneak aboard and that's where the fun begins.

Part 2: Amuro, Camille and Jude are sent on a quest by Degin Zabi to find the lost princess. The world has been turning into a gloomy and dismal place without her. So the intrepid trio set off on their journey. With some aid from several mechs and some special talismans they fend off Char's attempts to stop them. As the battle progresses there is a flashing signal announcing the hit points required to defeat each mech.

K - If you have a sense of humor and a working knowledge of Gundam then this parody should strike your funny bone. It's quite a twist from the usual seriousness of Gundam and despite the cute appearance of the characters the comedy is well worth a half an hour of your time.



NAME: Missy "Thumper" Tici

AGE: 26

SEX: Very Female

RACE: Homomorph Rabbit

OCCUPATION: U.T.O.P.A.N. Special
Forces Trainer

STATIONED: Hawaiian District
and Resident of

J - These are hilarious parodies of one of the greatest anime shows. The anime style is very kiddish or cutesy, but the humor more than makes up for any disappointments for the lack of flashier anime. Anything is possible and most certainly seems to occur. Give them an inch and they'll take a yard. If you're looking for a break from the usual and want some humor mixed in with your adventure be sure to give S.D. Gundam a look next time around.

Rating: K - A=4 / S=6 J - A=4 / S=6

Gunhed: (1989 - Movie - Released by Toho - 100min. - digital stereo) In the beginning of the 21st century, 800 kilometers off the coast of Asia on a volcanic island, called 8JO. The worlds first robot factory was constructed by the "Cyber Tech Corporation". The factory and island were managed by the worlds largest computer KYHRON 5. Through Kyhron 5's direction, 8JO became completely robot operated by the year 2020. On July 4th 2025, Kyhron 5 suddenly declared independence from the world federation of nations. The six technicians and their families, which were left on 8JO to study the islands systems, have not been heard from since. The federation deployed all its latest weapons to destroy Kyhron 5, but they all failed. The trump card in the assault was their most advanced robotic yet, THE GUNHED Battalion. But they too were completely destroyed.

K - It's nice to see a live action mech movie for a change. Live mecha films are a rarity indeed and although the sets aren't on par with a film like Bladerunner it is still some good entertainment. The one inconsistency lies in the combination of English and Japanese dialogue. The American girl, Nim, and the Gunhed mech itself seem to be able to carry on normal conversation with all the other Japanese speaking characters even though they themselves are speaking in English. It seems to me that if everyone is bilingual in Japanese and English they would speak in either one or the other. One other little annoyance is the acting quality of the woman that plays Nim. Let's just say that you probably will never see her on Oscar night. Outside of these setbacks, Gunhed is a film that you'll probably enjoy.

J - Gunhed is an interesting romp in the live action genre as mecha movies go. The filming and action was well done and the tension constantly built as the movie progressed. I've seen the movie almost a dozen times now and it always seems to hold my interest. The bilingual point that Kevin mentioned is a valid one at that, however for that one scene when Brooklyn speaks in English to the Gunhed made the annoyance worth while. It may not be a Star Wars but it is far better than your average Godzilla or Ultraman movie. And if you're a ordnance orgy kind of person this film is right up your alley. Just ask Eli or Ted.

Rating: K - Filming and special FX=6 / S=5
J - FX=7.5 / S=6

Manga Review - Mangajin: By Mangajin Inc.
\$4.50 per issue.

A magazine dedicated to Japanese pop culture and language learning through various works of manga. Various manga works have included: Urusei Yatsura, Galaxy Express 999, What's Michael, and more. This magazine takes a more academic and serious approach to Japan than other anime rags.

K - I enjoy Mangajin because it has no rival (at least in the magazine format) in teaching one about the Japanese culture and its language. If you want to read about anime, then avoid Managajin. However, if you want a truly informative and educating magazine then this is tailor made for you. It is and EXCELLENT learning tool for any teacher of Japanese language & culture. The most Ungeek-like magazine on the market.

J - Being a avid anime fan, I'm always interested in learning more of the language so that I might better understand the videos and untranslated manga in my collection. This magazine has all that to offer and more. Bits and pieces of cultural referrals abound in each issue. Each issue explores various manga as well as the cultural Japan itself. Well worth your investment. A lot more to offer than one VIZ premiere comic for less the price.

Rating: K - Content=9 J - Content=8

News from the Bridge:

BubbleGum Crash 2 - Geo Climbers. Is here. The second of three acts, Geo Climbers delves more into Sylia's past. Yuri, a man that worked with her father, has objectives of his own; even if it means killing Dr. Hienz, another of Sylia's fathers co-workers. The goal - a super computer installed in a new buma codenamed ADAMA. Overall, a better job than the first B.Crash flick.

Gundam 0083 Stardust Memory Vol.2 episode 3 has arrived as well. The next 30 minute installment in the 0083 storyline. Just great.

Burn Up - another female police action OVA. The main plot involves a female slavery ring that the girls infiltrate to rescue their one friend.

Protoculture Addicts #14 - is currently available at the cost of \$2.95 U.S. currency. Features an almost total Bubblegum Crisis issue. Also according to Claude and Rob, one of the longest articles published in P.A. as well. And if you happen to have been a S.F.A.C. member for more than a year, it's quite possible that the information looks similar, for it is. The article was once published in the W.N.Y. Animation Journal - our old title. Other info includes, editorials, letters, Anime Gosssip, news and reviews and more neat stuff. One other thing I can say about P.A. is at least they are making a damned good effort at trying to be published bi-monthly. Of course they are in the attempt to change their name so send in your name entry.

Animagik - Well, more news on Animagik. Patrick may be back in business in the near future. He's got a couple of options that may open up here shortly. So wait for more news on one of the best/friendliest anime laser disc dealers around.

Mecha Press #1 - was released at Animecon, and should be hitting the newsstands soon. Mecha Press features articles on mecha combat gaming, modeling and most of all insights on your favorite mecha. Issue #1 centered around the Gundam universe. Issue #2 will spotlight on Patlabor and Techno Police 2100 A.D. With future issues on Gundam 0080, Sentinel and F-91 as well as Bubblegum Crisis. Large format - 9.5" X 13.5" with 28 pages. Each issue retails for \$3.50 U.S. or \$3.95 Can. Highly recommended for you mechaheads out there.

Mega Comics 1991 summer issue - A color + B/W comic containing translated material from Japan. Manga stories with both English and Kanji text abound within the 124 page book. A special section on Nadia - translated and beautiful artwork. Really nice. The price is slightly extravagant however - \$17.00 U.S. I picked mine up for \$8.50 at Animecon. Printed in Japan, it is available from General Products USA, 1212 Broadway Suite 624, Oakland, CA 94612 USA. I believe that a reduced subscription cost will be available if you are a member of their club.

V-Max: The Anime & Manga Newsletter - Cover cost \$3.50. A new format professional fanzine, by some of the originators of Animag. Containing 26 pages of news & reviews of anime and manga, cd's and other paraphernalia, I believe that this is the magazine to watch as they grow. Given a short time they could possibly be the leader in Anime magazines. Available from Nikaku Animart - 615 N. Street, San Jose CA 95112. Telephone # (408) 971-2822. Or from V-Max directly - P.O. Box 3292, Santa Clara, CA 95055.

Nikaku Animart - if you're looking for unique anime items that you can't find locally, whether it be books, CD's, posters, manga or otherwise, Nikaku can probably get it and at a fair price. The problem with living in Buffalo, is you can't browse. But they run a well organized mail-order business. (Address given above) Send a Self Addressed Stamped Envelope for a catalog.

Aninominous #4 - has been released. Those who subscribe have already received their's. However, I've yet to see this issue to further review it.

Other unique items in anime in the area - Outland bookstore has several manga and anime books as well as Gundam F-91 kits. Speaking of Gundam kits, North Side Hobbies has a good selection of F-91 kits as well as the new Gundam RX-78GP01 (Gundam 0083). Seeley's and Kane's always has a selection of

九 NEONE

by GARY CAMPBELL • PART SIX • JUNE '91

DAWN OVER TABOO ISLAND...



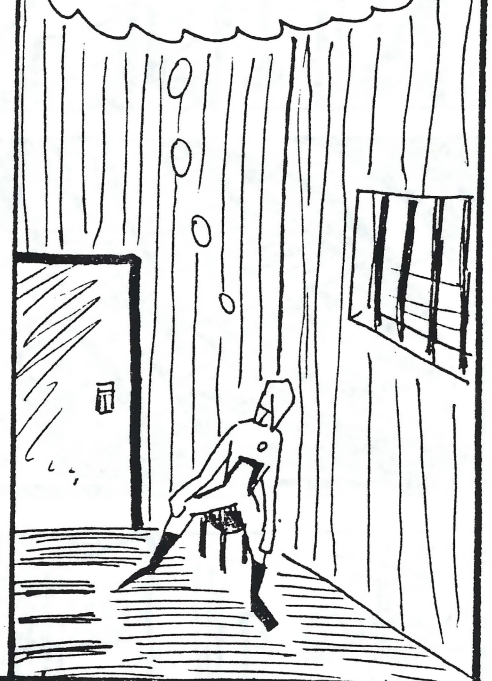
NEAR AS I CAN GATHER, THE EARTH HAS ONLY THREE DAYS UNTIL THE **END**, AND I'M THE ONLY PERSON FROM OUTSIDE THIS LOONY BIN WHO KNOWS WHAT'S GOING ON!



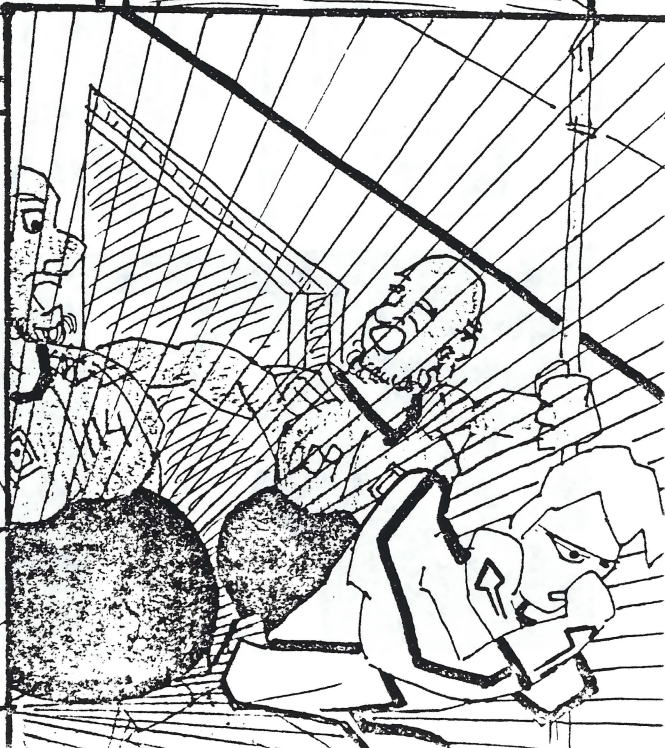
SOMEHOW I'VE GOT TO GET OUT!!

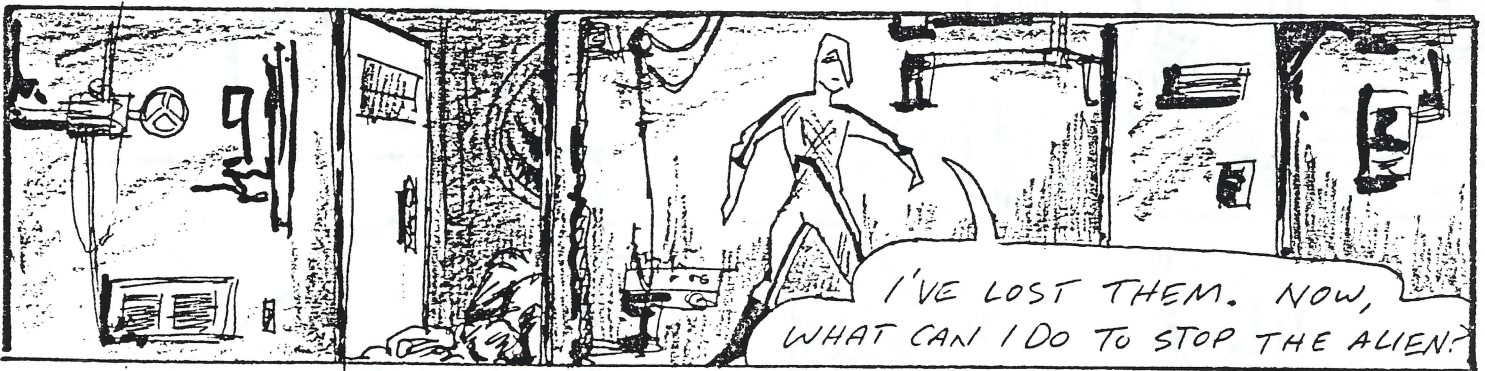
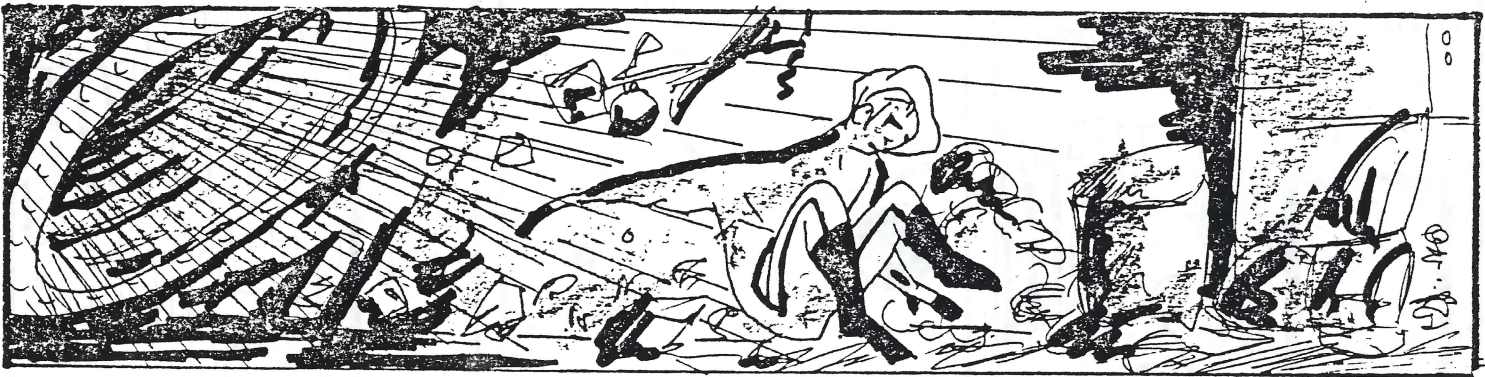
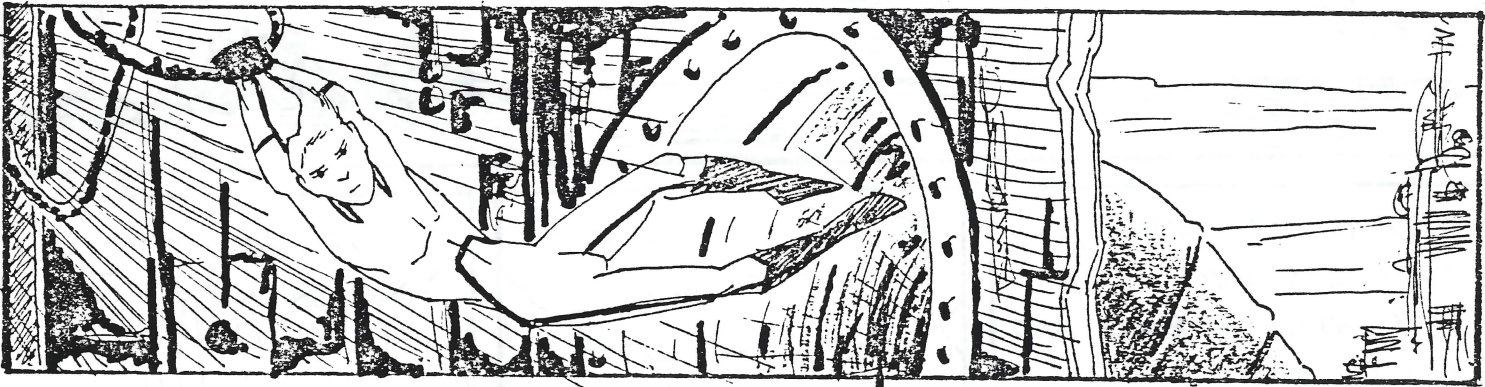
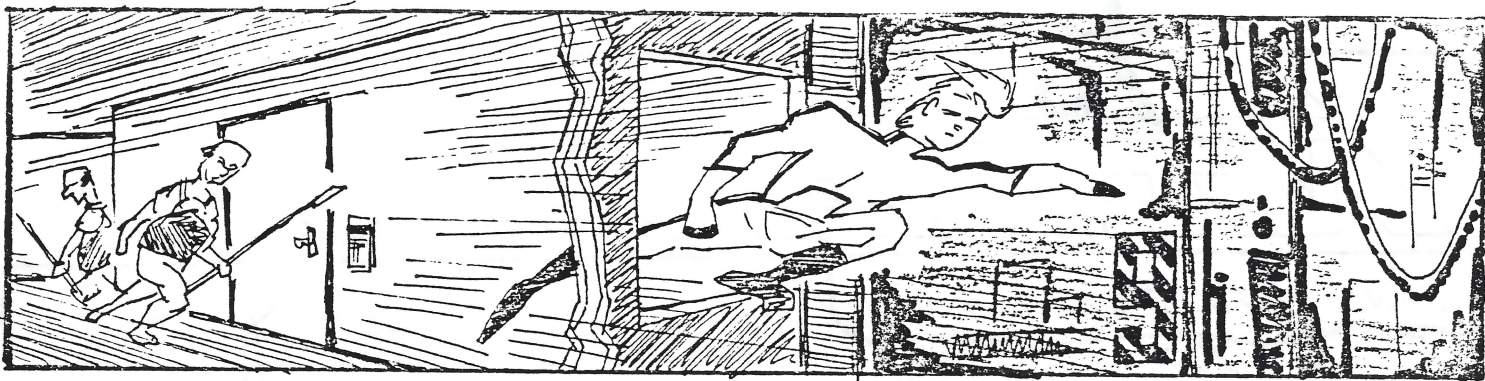


...BUT HOW? :->



ONI WANTS TO SEE YOU.





anime magazines (Hobby Japan, B-Club, Animag, P.A etc) as well as Shonen weekly and monthly and Crying Freeman posters. The prices are cheap for the Shonen manga's only a couple of bucks.

Animecon '92 - is scheduled for July 4th weekend instead of Labor day to avoid conflicts with Worldcon.

Contradiction - a local Sci-Fi con in Niagara Falls N.Y is next weekend - September 27 to the 29th. Held at the Radisson Hotel, Third and Old Falls streets, in Niagara Falls con rates are \$72.00 a night. Registration is \$20.00 U.S. at the door.

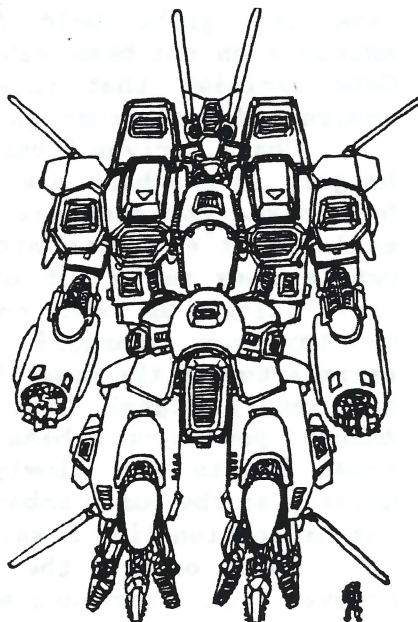
Mikimoto - is working on a new Macross OAV series, currently in production.

Kenichi Sonoda - has now since left Artmic.

Gainax Studios - previewed several of their computer games at Animecon. One in question is called Princess Maker. Really neat and stupendous graphics and interesting story. They are currently working on a U.S. release compatible with American computer systems. Some really great computer animation.

Speaking of Computer animation - Bandai is releasing a Gundam F-91 computer game in Japan. The graphics and imaging look fantastic. Of course it'll only work on Japanese systems however. Requiring 8 Meg + 64K SRAM this program sells for 9,500 yen.

Fanzines: (look next month for a complete review of all fanzines and magazines from organizations that we trade with. (If you want your newsletter listed and haven't ever contacted us or sent a current issue, send a copy to James Meier 9135 Alexander Rd. Batavia Ny 14020)



C Y B O R -
A S T M E N K 14

Gundam 0083 - Stardust Memory:

A new era has begun and as such Bandai/Sunrise Studios has released two new Gundam sagas - Gundam F91 and Gundam 0083. Gundam 0083 takes place four years after the one year war U.C. (Universal Century) 0079. A whole entourage of new combatants and mecha abound from within this story of the Gundam universe.

The characters are: (names listed from Gundam 0083 preview book)

Kou Uraki - the newest Gundam hero. Age 19, and an ensign within the U.N.T. Born in space, Kou admired the mobile suits and Federation as an army brat. Having joined the Federation, Kou is a character of strict military discipline - as long as it doesn't interfere with his Gundam's and honor. And yet once again, a young, inexperienced, rash pilot is thrust into the pivotal role of piloting the one and only Gundam (RX-78GP01).

Chack Keith - Kou's best friend and confident. Chack (referred to some as Jack) is even less experienced than Kou, but still prides himself as a test pilot and ladies man.

South Burning - Lieutenant of the Mobile Suit unit at the Australia test base. A hardened military man, South shows extreme determination and expects as much from his men. An excellent pilot - South pilots a GM unit with the paint style of a Gundam.

Ryphar Sinapus - Commander of the U.N.T. Spacy Whitebase Albion - a sister ship to the original Whitebase.

Nina Purpleton - the cute, yet determined engineer assigned by Anaheim Electronics to oversee the testing of the new prototype Gundam's. She lets very little get in the way between herself and her Gundam's. Born in the space colonies, this is Nina's first time voyaging about on Earth.

Maula Bashit - the large, powerful and yet friendly mechanic assisting Nina with the Gundam's, she is the chief mechanic of the Albion. Just don't get in her way, she probably hits like a pile driver.

Dick Allen and **Raban Karcs** - two other pilots in the Mobile Suit squadron. Tragically, the first two episodes are their last.

Anavel Gato - the main arch protagonist. Gato is feared to be second in fighting ability amongst the Zion ranks to only Char Aznable.

Adamski, Gaily and Bob - three of the Zion mobile suit pilots assisting Anavel Gato. Bob, by the way has moved up the ladder from starring in Mazda commercials to piloting the Xamel YMS 16M.

The video opens with the final struggles of the Zion's at Abowaku. Wreckage of cruisers and mobile suits fill the empty void of this sector. Gato, after a dispute with his commander leaves in a Rik Dom.

Cut to the open outback of Australia near the Federation Mobile Suit test base. Amongst the wreckage of a Side that the Zion's dropped on Earth in retaliation, three pilots (Kou, Chuck and Raban) in Zion ZAK (Zion Air Kommand) mobile suits undergo a trainee mission. Their objective is to take out Dick Allen in the modified GM-79.

Dick deftly outmaneuvers the trio, as Chuck goes topside to confront him. Unfortunately, Chuck steps upon a weakened area of the structure and falls in damaging the upper leg and hip section of his mech. Lt. Burning orders the rest of them in to base, after monitoring the events.

Meanwhile, aboard the Albion, Nina Purpleton looks outward at the vast ocean. Commander Sinapus enters the bridge and comments to Nina that the ocean has grown since the Zion's dropped the Side. The Albion is on its way to Australia, from the Jabaru base in South America, with the new prototype Gundam's - RX-78GP01 and RX-78GP02 (hence referred to as Gundam 1 and Gundam 2 or G1 and G2 respectively)

Back at the base, Chuck is being reprimanded for being careless, by doing situps. The rest of the group looks on at the arrival of the Albion. They ask if the new prototypes are aboard, but South tells them not to assume anything. Chuck just finishes up as Kou comes by in a jeep. He is on his way to see if the new Gundam's are indeed aboard the Albion.

Meanwhile Captain Sinapus reports in. He informs the base commander that they are looking for a test pilot for the G1 and G2. At the same moment Chuck and Kou skid their way to a halt in the hanger bay, surprised and awe struck at the appearance of the Gundam's. Nina decides to question them, as Kou, not noticing her inspects the Gundam's. Chuck tries to introduce himself and Kou,

claiming to be a test pilot and manage to get a date with her. However, Nina doesn't have the time for a date and walks away. Disenchanted, Chuck feels a tapping at his shoulder. Figuring it's Kou, Chuck tries to brush him off. Much to Chacks' surprise it's Maula, who indeed does have time for a date.

Meanwhile, Nick - Nina's assistant, had informed Nina that he had to go out for a while. It turns out that he is a spy and drives out to meet with Anavel Gato. This takes place while Capt. Sinapus is given the grand tour to inspect security.

At the mess hall, Nina and Maula come upon the pilots having dinner. Maula introduces herself and Nina. But Nina makes an error in discussing the inherent dangers of being a mobile suit pilot. As they get up to leave they bump into Kou and Chuck.

That night, Nick sneaks Gato - who is wearing Federation clothing, into the base. His objective is to steal the G2. Meanwhile, Nina is inspecting the preparations of the suits as Kou and Chuck come by once again. Chuck has about had it and tries to push Kou towards the door. They then pass by Gato who admiring the G2, steps upon the lift and raises up to the cockpit section. Nina notices this and demands to know who he is and see authorization. Gato simply smirks and enters the G2.

Powering up the G2, Nina grabs the radio and orders him to get out of the suit. Kou, noticing what's happening, informs Chuck to warn the base as he runs for the G1. Nina informs him that it is against regulations, but Kou implies there is no time for regulations if they are to stop Gato. At this time, Gato grabs ahold of the G2 shield and switch's on the beam saber. Speaking aloud, Gato exclaims that this is for the Jion empire and burns through the hatch.

Chuck, drives frantically for the base hanger, as the base prepares for attack. As he arrives the rest are suited up as Chuck explains it's a Jion attack. Preparing for battle they march out of the hangar. Dick exits quickly as Raban comes up and stops at the bay door. Adamaski, in his Dom Tropen, barrels toward the base. After failing to get a friendly signal from Raban's Zion Zak, Adamski powers up a beam saber and attacks. Raban reacts too slowly and death comes quickly as the Dom's saber slices through the Zak midsection like a knife through butter.

Gato orders the rest to retreat, however, Kou intervenes and blocks his path. The confrontation between Kou and Anavel Gato

is just about to begin....

Gundam 0083 - Stardust Memory vol 2:

Kou and Gato square off against one another as the base is fired upon by Bob in his Xamel. Kou, is unevenly matched and no challenge for Gato, who forces him back with the G2's head cannons. Meanwhile, from the bridge of the Albion Nina looks on in shock, her Gundam's are attacking one another.

Capt. Sinapus orders Kou to retreat and let someone else stop Gato. Kou say's there isn't enough time. Pushed back by Gato, Kou can only watch as the G2 leaps away. preparing to follow, the base is besieged by a swarm of missiles, stopping Kou in his tracks.

Nina, still in shock after witnessing her first battle is calmed by Maula. Kou is startled back to alertness by the voice of South Burning, who commends him for his quick actions. South informs him to step in line as they are forming a posse to search for and bring back the G2 if possible. If not, they are to destroy it. Chack, Kou, Dick and South head out with Maula and Nina following in a jeep.

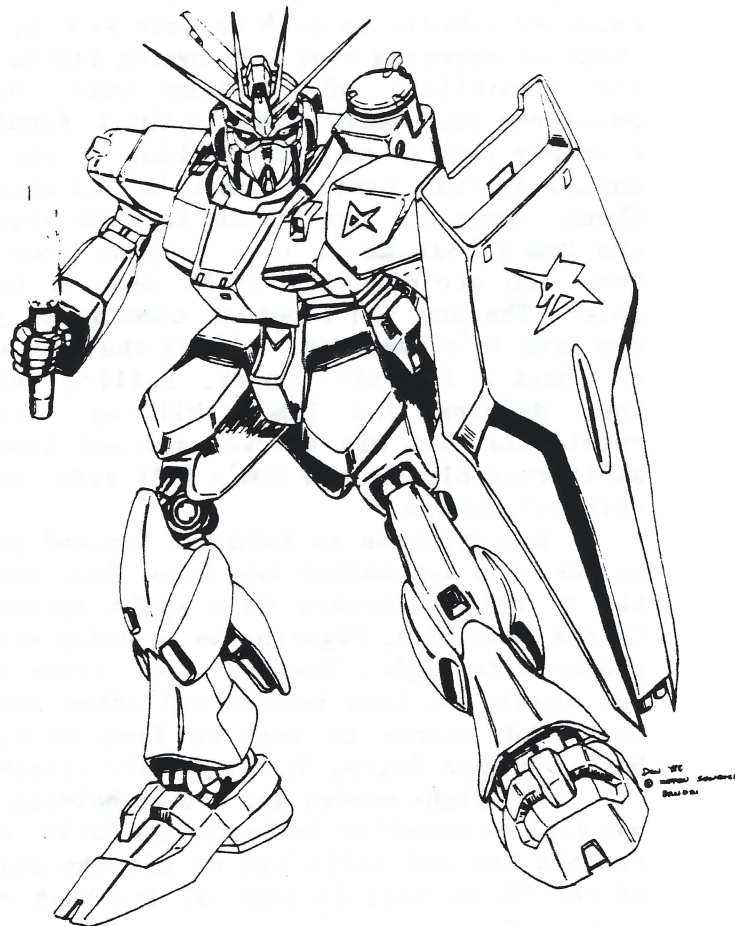
Meanwhile, a blip is picked up by the Albion's radar. Scott, figuring it not to be a missile, informs Captain Sinapus. Sinapus, then relays the information to South, since it's probably a shuttle to carry the G2 into space.

Preparing to load the G2 onto the Komusai Shuttle, Bob figures they should hurry, as they are most certainly being followed.

The Federation squad is still searching as Maula argues with Nina about her priorities. Nina, it seems, is only interested in the well fare of the Gundam's and little else. Meanwhile, the G2 is being loaded aboard, while a signal is sent to the Zion submarine Jukon. The submarine captain orders them to hold position till the shuttle is well on its way.

As the shuttle prepares for take-off, the squad splits up and Chack and Dick sight the ship. Dick prepares for a sniper shot from his bazooka when Adamski attacks from behind. Chack is knocked back and watches in horror as Dick, caught off guard, takes a bazooka shot full in the chest.

Kou wants to head to Chack's aid, but South orders Kou to stop the shuttle. He goes to aid Chack, as he battles the enemies Dom Tropen. Kou leaps toward the shuttle, right



over the heads of Maula and Nina. Landing in front of the shuttle, he stretches his arm outward, ready to fire. The shuttle takes off, with Kou in their path; firing the shuttles guns to no avail as Kou blasts a hole in the shuttles cockpit.

Gato, free's himself from the wreckage and attacks Kou. Gato, yells that it is the Zion destiny of the Spacenoids to rule over all. Kou is only confused more, since he too was born in space, but doesn't consider himself a part of this Spacenoid deal. Chack and South can only listen in as they realize who their opponent really is. While Kou exclaims that he was born in space, Gato declares that he is still the enemy and attacks.

As the two prepare to battle it out, Bob comes between them. Reminding Gato that his mission is to steal the G2 and not enter combat. The two leave the area with the smoldering wreck covering their escape.

Afterwards, Kou finds out about Dick's demise. Chack and he want to take Dick's body back to base. South only informs them that there isn't enough time, else the enemy will get away in the morning.

The patrol continues onward into the morning fog as Maula and Nina look onward.

Meanwhile the sub has sent out another recovery vehicle to pick up Gato and the G2. Chuck is worrying over the coming battle and the possibility of fighting Gato. South reassures him, when suddenly Chuck fires at a nearby rock formation thinking it was the enemy. At that moment Adamski's Dom attacks Chuck. However, Kou rushes forward slicing the Dom's bazooka in two. Leaping over the Dom, Kou accidentally falls into a water inlet. The Dom isn't out of commission yet, and with it's beam saber slices the head unit of Chuck's Zak off. Chuck, falling aside, thus dodging the Dom's killing stroke, retaliates with his thermal-axe and lands a sweltering blow to the Dom's left side, doing critical damage.

Bob prepares to hold off Kou and South as the ship approaches for Gato. Kou, seeing the G2 rushes forward once again screaming Gato's name. Bob, figuring he is under attack prepares to fight. However, Kou, lands atop the Xamel and then bounds off after Anavel Gato. Bob starts to turn to fire at Kou's backside when South, in his GM-79C attacks.

The fight ensues and Kou is holding his own till he stumbles backward and falls. Nina radio's Kou and tells him to hit the shield of the G2 as that is part of its heat vent system. Kou stabs the shield and it emits steam, trying to compensate. Gato, figuring it's no longer necessary or a good idea to press the attack, flees atop the recovery vehicle.

Chuck, exits his battered Zak and rushes to South's GM, fearing the worst. A beam saber is sticking out of the backside of the Xamel's cockpit, and slowly shuts off. The GM's cockpit opens to reveal a bruised but still living South Burning.

Nina and Maula arrive to see Kou, weeping at the loss of friends and the failure of the battle.

Bubblegum Crash 1: Illegal Army

A new series of OAV's starring the Bubblegum gals - Priss, Nene, Linna and Sylia, also affectionately known as the Knight Sabers. The production is now by Artmic/Artland and distributed through Polydor. Again, Kenichi Sonoda did some of the character drawings but little else to do with BGC these days.

Scene one opens with a group of heavily armored thieves robbing a bank. Appearing from out of a armored garbage truck they quickly dispose of the robot guards. However,

one robot is able to summon the A.D. Police before its systems fail.

As the group exits the bank, they are confronted by Leon and the A.D.P. Ordering them to give up or else, Leon begins a countdown, as all hell breaks loose. As the armored vehicle crashes into the squad cars, the thieves make their getaway in a convenient helicopter that was waiting for them. Afterwards Leon has to explain the incident to his uppers with little support on their behalf.

Early, the following morning, Leon and Daily have their coffee break. It would seem that Leon doesn't care for his coffee on the dark and crunchy side, as the robot waitress is on the fritz.

Meanwhile the girls are busy themselves of late. Priss is now auditioning for her pro debut singing a ballad that the production crew goes nuts over. The wacky and scrupulous manager rushes out and offers Priss a contract. About the same time we see Linna now working for the stock exchange and making quite a name for herself as she swings a big turnover.

Later that night Linna, Priss and Nene, not having forgotten one another, have dinner at a local restaurant. Linna is having trouble with her portable while Priss simply mellows out to the music. Nene however, not being one to let things rest, complains about the inactivity of the group. Therefore, after dinner the crew drives over to the Silky Doll to find it closed off to everyone, including them. As they drive away, Nene makes some comment about Sylia and Mackie. (Whether this comment has to do with Mackie's going away, or possibly death I don't know. All I know is that we don't see him in either acts one or two.)

That night another robbery takes place, though instead of cash, a special chip is stolen. In the background a sinister laugh can be heard.

The next morning at the A.D.P. Headquarters, Leon grumbles about the ineptness of handling these recent robberies. So what does a pissed off detective do? He goes to the target range - which is now computerized, causing Leon some difficulty in hitting the target. Suddenly Nene barges in and Leon draws his real gun on her. Afterwards, Nene brings up information on the Illegal Army that she has uncovered - Cut to a short flashback of a war. Leon and Daily reward Nene for her efforts.

At the Illegal Army's headquarters, a mysterious computerized voice speaking in the

background as the explanation of the computer circuit is explained.

Meanwhile, Nene is enjoying an afternoon at the arcade. After a miserable defeat at the hands of a flight simulator - which Nene mumbles about shouldn't happen to an A.D. Police officer, she is contacted by Sylia. Sylia asks her to contact the others and arrange for them to meet at dinner.

That night, Linna, Nene and Priss are at the dinner table as Sylia makes her debut. Chowling down, the foursome then enjoy a relaxing steam bath as Sylia details the actions of the Illegal Army. The main leader is Rando - a cyborg who was a military man and now a mercenary. His men are Frazier, Brown and Rose respectively.

As the four enjoy themselves, Leon is busy trying to apprehend the I.A. as they rob yet another bank. Leon confronts Rando, while Daily tries to tell him not to do anything foolish or rash. However, that doesn't stop Leon from charging forward. A battle ensues, as Leon at first seems successful. However, he again gets the crap kicked out of him as Rando bashes Leon's suit - tearing the helmet unit off. Fortunately, Rando recognizes Leon from his war day's and spares him. Leon later awakens rudely from a restless night. Daily is already there with the news of what happened.

Illegal Army headquarters - The mysterious voice again details the occurrences, as Rando has a bad flashback; to the time of his near death at which time he became a buma/android. After the voice finishes, the group awakens, (programming complete?) and go about their business.

The next day, the girls aren't having such a good time. Priss ends up breaking her contract after the manager changes the music and asks her to wear some frilly dress. A definite no no for this hard edged girl. Meanwhile, Linna is frustrated as the workload piles up on her so fast. Apparently they thought she was so good the almost doubled her work. She ends up resigning.

As the girls prepare to suit up the I.A. again try to heist another company of its special booster chip. The girls are awe struck at the new suits which Sylia prepared for everyone.

Much to the Army's dismay, they find out it was a setup as the security system traps them. The only route of escape is through the ceiling. However, when the bust through, the Knight Sabers are there waiting for them.

Priss, Linna and Nene begin to attack,

quickly disabling their opponents (Amazingly as it is, Nene now seems to now get a rush as the combat begins). With his three men down, that leaves only Rando. However, these are no longer ordinary men, as the three reveal themselves to be buma's and attack the trio from behind. Nene quickly dispatches them with a sonic disrupter.

Rando now has no choice but to press the attack. He manages to down the threesome and administer the Coup De Grace when suddenly Sylia intervenes. However, Rando manages to come back for more as his body is now completely robotic. Grabbing Priss by the throat, the other three can no longer attack of fear of hurting Priss. The girls aren't out of it yet, however, as Priss frees herself with her energized blade. Linna then attacks and defeats Rando, unaware that in such a case, Rando's systems contain a failsafe. Threatening to blow the whole area up. Nene quickly scans Rando's systems and finds the device. In order to destroy it, she links up with Priss who targets her Needler's on the area. Rando is finally at rest, for which he actually seems thankful.

The girls then join in the festivities of Sylia's grand opening of her new boutique. Sylia walks over and Nene questions her on the group status, only to be scolded by Linna and Priss for asking. Sylia replies by indicating that the Knight Sabers are back in action once again. A cheer of glee by the group is emitted as the first part of the new BGC series draws to an end.

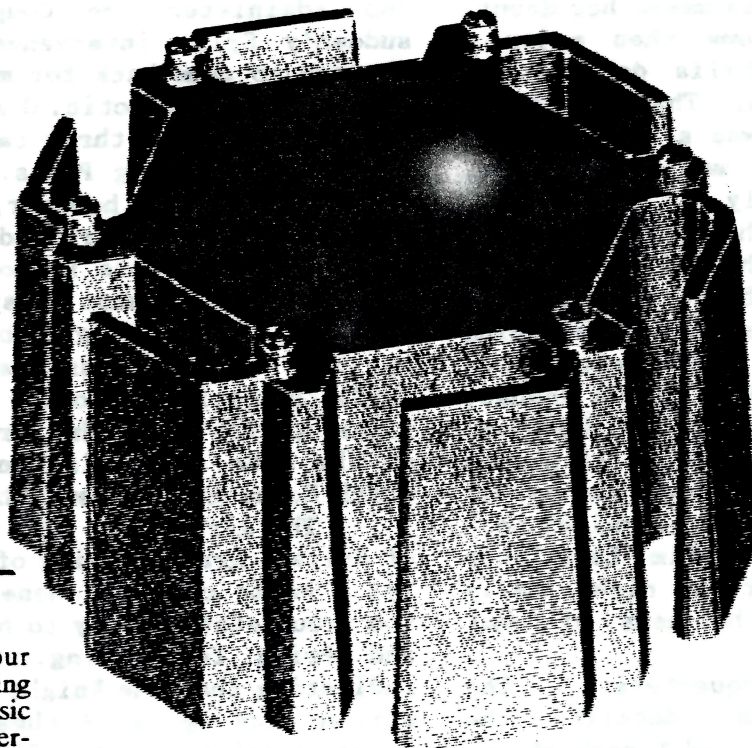


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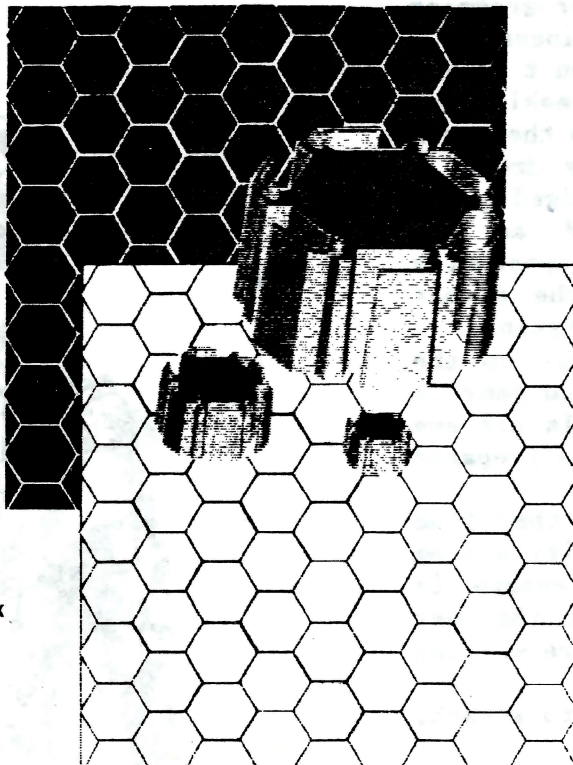
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